

### **Abstract of the Disclosure**

A dynamic non-static game board is formed at the beginning of each game by the players each placing tiles having playing spaces which may have side walls. The walls create a maze configuration through which pieces move. To win, one must move all of one's pieces, 1-5 depending on difficulty level, from one side of the board and off the opposite side. A random number selection means such as dice indicates the number of spaces to be moved. On some turns at least one visual indicator for a "stack" move and another for side a "slide" move appear simultaneously with a number. A stack allows a player to stack a tile on top of an existing tile to alter the configuration of the maze. A slide allows a player to slide another tile into one end of one row, thus pushing an existing tile off the other end of the row and possibly altering the maze configuration. The strategy game may be programmed and displayed on a visual media such as a video game or on the world wide web.